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& MORE!

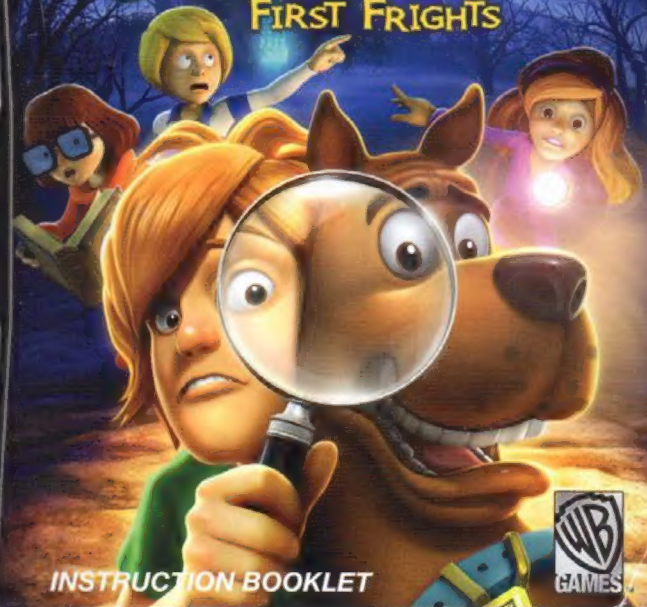
EmuMovies

**WHAT WILL YOUR
CODE UNLOCK?**

NINTENDO DS™

SCOOPY-DOO!

FIRST FRIGHTS



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS® can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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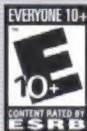
THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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SCOOBY-DOO!

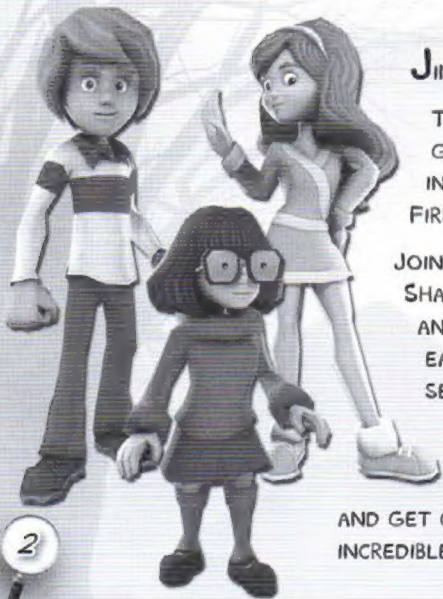
FIRST FRIGHTS

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INTRODUCTION



JINKIES!

THE MYSTERY, INC.
GANG IS BACK
IN SCOOPY-DOO!
FIRST FRIGHTS.

JOIN SCOOPY-DOO,
SHAGGY, FRED, VELMA
AND DAPHNE IN THEIR
EARLY YEARS, AS THEY
SET OUT FOR THE
KEYSTONE CASTLE
INTERNATIONAL
FOOD FESTIVAL...

AND GET CAUGHT UP IN SOME
INCREDIBLE MYSTERIES!

2

VISIT ST. LOUIS HIGH,
TOY TOWN, ROCKY BAY
AND KEYSTONE CASTLE
AS YOU SEARCH FOR CLUES,
MAKE NEW FRIENDS, UNCOVER
THE CRIMINAL MASTERMINDS
AND GRAB AS MANY
SCOOPY SNACKS
AS YOU CAN CARRY!

SCOOPY-DOOBY-DOO!

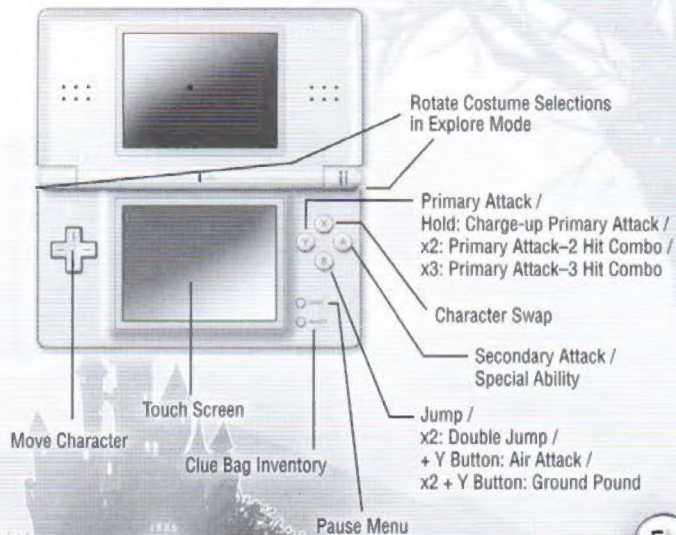


3

GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the **SCOOBY-DOO! FIRST FRIGHTS** Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. After reading and understanding the Health and Safety message, touch the Touch Screen to continue.
4. Touch the **SCOOBY-DOO! FIRST FRIGHTS** title on the Touch Screen to begin the game. (If your Nintendo DS™ is set to Auto Mode, you won't need to perform this step.)
5. The game title sequence and Main Menu will appear. Follow the on-screen instructions to continue.

CONTROLS



CLUB HOUSE

The Club House is the headquarters of Mystery, Inc., where our adventure begins.

EPISODES

There are 22 Levels in **SCOOBY-DOO! FIRST FRIGHTS** across four unique Episodes. You must complete each Level in each Episode before the next is unlocked.

Each Episode has its own Hub. If you quit the game, you will return to the Episode Hub. From here, you can return to the Club House at any time. You can revisit completed Levels in Story Mode and Explore Mode.



JOIN GAME

Join a Multiplayer game that is being hosted by another Nintendo DS™ system.

REWARDS

TROPHIES

You start the game with some empty shelves in the Club House to make room for the Trophies you're totally going to bring back!

- ◆ You earn Trophies by completing particular tasks or scenarios during the game.
- ◆ Each Level (except Chase Levels and Boss encounters) has a Trophy for you to unlock. See if you can get them all!

MONSTERS

The ultimate Trophies! This is a special chest for the masks of the villains you've defeated. Can you solve all four mysteries and reveal the identity of each criminal mastermind?

COSTUMES

Most Costumes are not available at the start of the game. As you make your way through the Episodes, you'll discover Costume Chests that will unlock that Costume in the Club House for you to purchase with Scooby Snacks.

- ◆ Each member of Mystery, Inc. has two Costumes for you to find. Unlock special chests to find Costumes that your characters will wear in certain situations.
- ◆ In Explore Mode, you'll even have the chance to dress up some of the enemies you have battled during the game!
- ◆ Costumes aren't free, so make sure you collect all the Scooby Snacks you can find!



EXTRAS

OPTIONS

Change the settings of the game to suit your taste.

CODES

Here you can enter secret four-digit codes to unlock the safe. But you won't find them in the game!

CREDITS

These are the people who created **SCOOPY-DOO! FIRST FRIGHTS.**



GAME SCREEN



- ◆ **SCOOPY SNACK TALLY:** This count is always displayed during the Level. When you finish a Level, the amount is added to your profile total.
- ◆ **CHARACTER ICONS:** This shows which character you are playing. If you switch characters, the Character icons also switch. Tap the Character icons with the stylus to switch between characters.
- ◆ **CURRENT OBJECTIVE ICON:** This icon is your guide. If you press START to pause, you can also read the Current Objective text.
- ◆ **COURAGE METER:** Your Courage Meter is depleted whenever you take damage. Collect Courage Hearts to keep it from getting too low!
- ◆ **CLUE BAG:** Tap the Clue Bag with your stylus on the Touch Screen or press SELECT to see the Clues found during the Episode!



PAUSE SCREEN

You can press START at any time to pause the game. You can then choose "Resume" or "Quit" with the +Control Pad. If you choose to quit, you will return to the Episode Hub.

- ◆ The Pause Screen also shows your current Objective.
- ◆ From the Pause Screen, you can Host a Multiplayer game with a second person. During Multiplayer Mode, the Pause Screen also allows you to choose "Disconnect" to leave the game at any time.
- ◆ Press START during a cut-scene movie to skip that scene.
- ◆ You will often find your path blocked, and you must perform a task before you can progress. This task may be defeating all enemies in an area, collecting Clues, finding a key to open a locked door, or solving a puzzle. If in doubt, use the Pause Screen to check your current Objective.



PLAYING THE GAME

SCOOPY-DOO! FIRST FRIGHTS allows you to save three game Profiles on your Nintendo DS™ system. Use the +Control Pad to either select your existing Profile to continue a game, or select "New Game" to begin a new adventure.



COMBAT

Sleuthing isn't easy, and there will always be foes out to stop our heroes from solving the mystery. Fortunately, the members of Mystery, Inc. can handle themselves in combat!

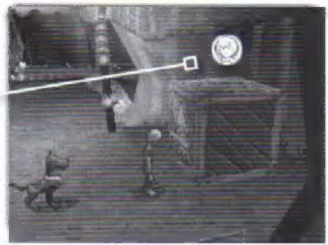
Every character plays differently, with Primary and Secondary combat moves and Special Abilities. Take the time to get to know their style of play. Combat styles also change if the character is in Costume!

All characters have a selection of the following moves:

- ◆ **MELEE ATTACK:** Hand-to-hand combat.
- ◆ **RANGED ATTACK:** Throwing projectiles.
- ◆ **RUSH ATTACK:** Charging.
- ◆ **BLOCK:** Stopping an enemy hit or a projectile.
- ◆ **STUN:** Pitching a small sonic or explosive device.
- ◆ **GROUND POUND:** A super slam into the ground, knocking enemies off their feet!
- ◆ **CHARGED ATTACK:** Press and hold the Y Button to charge-up a single, powerful Primary Attack. (Press the Y Button to use a character's Primary Attack, and press the A Button for the character's Secondary Attack.)

SPECIAL ABILITIES

ONLY FRED CAN
INTERACT WITH
THIS OBJECT.



Each member of Mystery, Inc. has his or her own skills and talents... and you'll need them all to crack the case!

When you see a character icon, you'll know that character will be able to use his or her Special Ability on that object.

Some secret areas can only be accessed by characters who are not used in Story Mode. You can return to the Level in Explore Mode and play alternative characters so that you can access hidden areas and collect everything!

- ◆ **SPECIAL HINT:** One of Scooby's Costumes can perform multiple Special Abilities!

COURAGE

Collect purple Courage Hearts to top up your Courage Meter. Taking enemy attacks depletes your meter. If it empties, your character will disappear and hide, losing several Scooby Snacks!

MAIN PICK-UPS

COURAGE HEARTS

Increase your Courage.



SCOOPY SNACKS

Many objects that can be hit or broken contain Scooby Snacks! Collect as many as you can and use them to purchase Costumes in the Club House. Keep watch for special Gold Scooby Snacks that are even more valuable!

SCOOPY MEDALLIONS

These are worth 500 Scooby Snacks! Collect them all. If you replay a Level and have already collected the Scooby Medallions, these will appear as Gold Scooby Snacks!



CLUES

Clues help you identify the villain and solve the mystery. Collect all Clues in a Level and check your Clue Bag Inventory at any time by pressing SELECT or tapping your Clue Bag on the Touch Screen. Some areas may require you to collect all the Clues before you can progress to the next area.

SAVING

SCOOPY-DOO! FIRST FRIGHTS uses an auto-save feature, so there is no need to manually save the game. If you quit during a Level, your progress will be lost, though your Clues, Trophies and Costumes will be saved.

GAME MODES

SCOOBY-DOO! FIRST FRIGHTS can be played two ways—in Story Mode and in Explore Mode. You must complete each Level in Story Mode before you can replay it in Explore Mode.

- ◆ **STORY MODE:** Story Mode is the main path of the game, using two specific members of Mystery, Inc. Puzzles and combat mainly involve the abilities of those two pre-set characters.
- ◆ **EXPLORE MODE:** Explore Mode lets you play through the Levels using any character and Costumes purchased from the Club House. Now you can explore areas of each Level that you couldn't reach in Story Mode. You can even switch characters mid-game as many times as you like by tapping the character icons on the Touch Screen.

Sometimes your character will be in Costume during a Level in Story Mode. At that point, you don't need to buy that Costume to use it. But if you want to play in that Costume again in Explore Mode, you need to purchase it first.

Enemy Costumes are unlocked for purchase automatically when you finish an Episode. Enemy Costumes aren't found in Costume Chests.

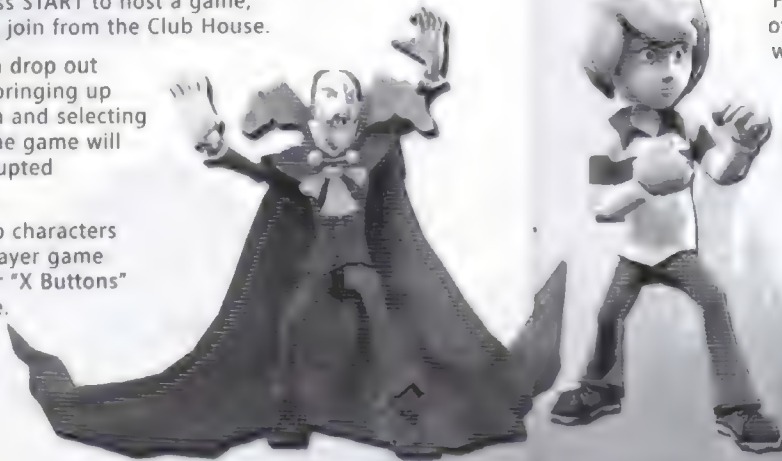
IN EXPLORE MODE, USE THESE ARROWS TO SCROLL THROUGH THE COSTUMES YOU PURCHASED IN THE CLUB HOUSE.



MULTIPLAYER

Two players can work together to find the Clues, defeat enemies, battle Bosses and solve the mystery. Both Story Mode and Explore Mode can be played cooperatively and competitively! Who can collect the most Scooby Snacks?

- ◆ Player 1 can press START to host a game, and Player 2 can join from the Club House.
- ◆ Either player can drop out of the game by bringing up the Pause Screen and selecting "Disconnect." The game will resume uninterrupted with one player.
- ◆ Players can swap characters during a Multiplayer game by pressing their "X Buttons" at the same time.



CHARACTERS & SPECIAL ABILITIES

FRED

(Frederick Herman Jones)

Fred is the unofficial leader of Mystery, Inc. He's always willing to help if someone's in trouble.



Primary Attack
MELEE

Secondary Attack
STUN

Special Ability
SUPER STRENGTH





DAPHNE

(Daphne Ann Blake)

Daphne loves fashion, but that doesn't mean she's afraid to get her hands dirty. She's an expert at hand-to-hand combat!



Primary Attack
MELEE

Secondary Attack
RUSH

Special Ability
CLIMB/SHIMMY



VELMA

(Velma Dace Dinkley)

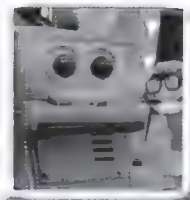
The brains of the group, Velma is skilled at sleuthing. She can also hit a target a mile away with fearsome accuracy!



Primary Attack
RANGED

Secondary Attack
BLOCK

Special Ability
OPERATE DEVICES



SHAGGY

(Norville "Shaggy" Rogers)

Armed with his trusty slingshot, yo-yo and ever-growling stomach, Shaggy can handle—or run away from—any evildoer who crosses his path.



Primary Attack
RANGED

Secondary Attack
BLOCK

Special Ability
YO-YO GRAPPLE



SCOOBY-DOO

(Scoobert-Doo)

Scooby is usually more interested in finding food than solving mysteries. But he can always be bribed to action with a Scooby Snack!



Primary Attack
MELEE

Secondary Attack
BLOCK

Special Ability
DOG DOORS





WHO'S THE VILLAIN?

As you progress through the game, you'll meet a few interesting characters—any of whom could be a suspect!

When you defeat the villain at the end of each Episode, you'll have the chance to pick who you think the mastermind could be. Choose wisely—Monster Mask Trophies are only awarded to those who solve the mystery!



CREDITS

To see a list of credits of those who brought you this game, please go to www.FirstFrights.com.



NOTES



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